

SINCLAIR **user**

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GET LOST!!

OR RATHER DON'T. WITH THE **SU** GOOD MAP GUIDE YOU CAN FIND THOSE KEYS, ENTER THOSE SECRET PASSAGES AND SNEAK UP ON PERFECT STRANGERS IN:

GAUNTLET FIST II
COBRA FAIRLIGHT II

and more...

T H E S U S P E C T R U M G A M E S P L A Y E R S

GOOD MAP GUIDE 1987



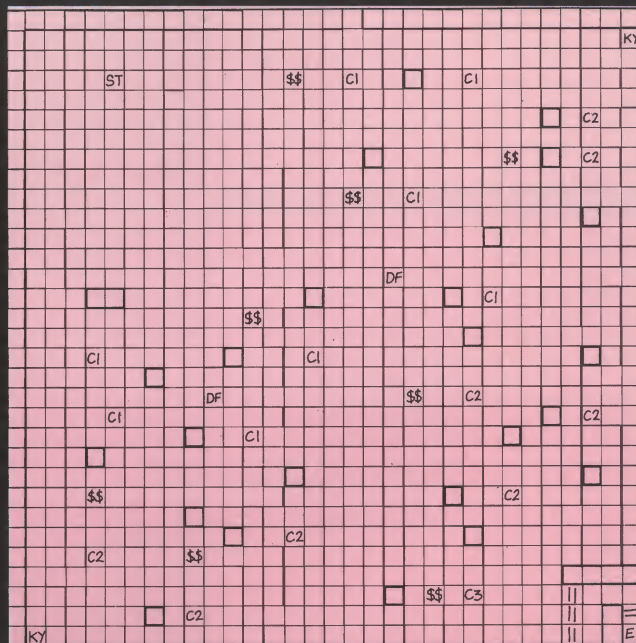
The Map Chat Booklet

*Lost? Confused?
Can't find the exits in
Gauntlet or still
hunting for the door
keys in Nosferatu?
We have, in glorious
technicolour, the
answers.*

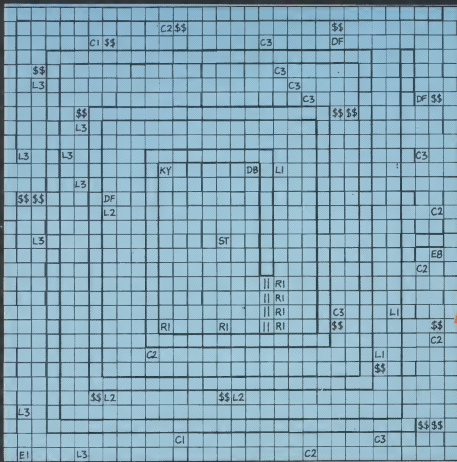
Maps for:

Gauntlet
They Stole a Million
Fist II
Fairlight II
Cobra
Nosferatu
Bomb scare
Avenger
Colour of Magic

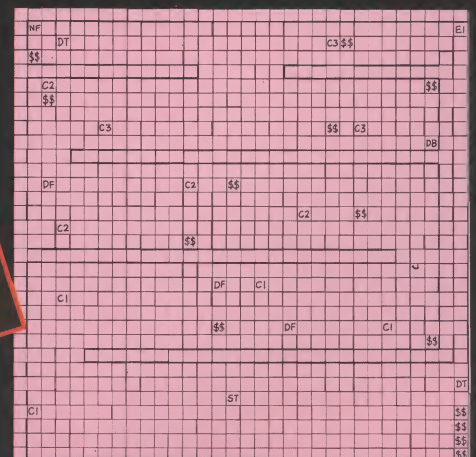
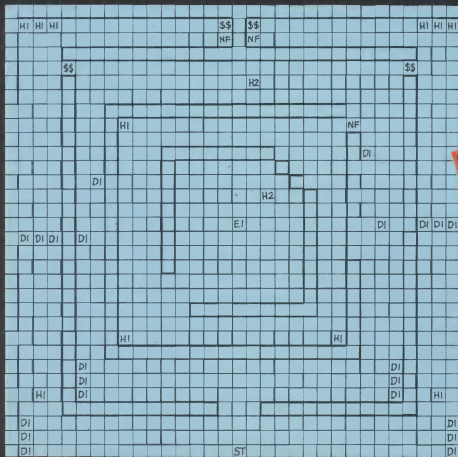
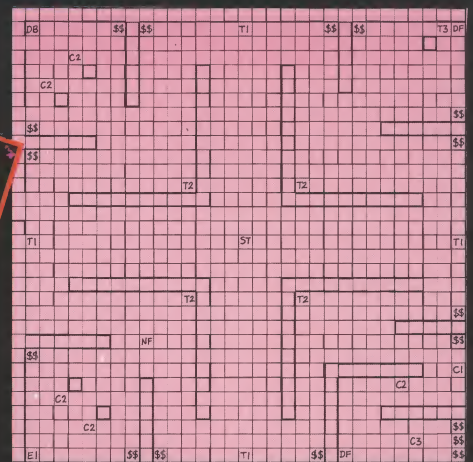




Level 4



Level 6

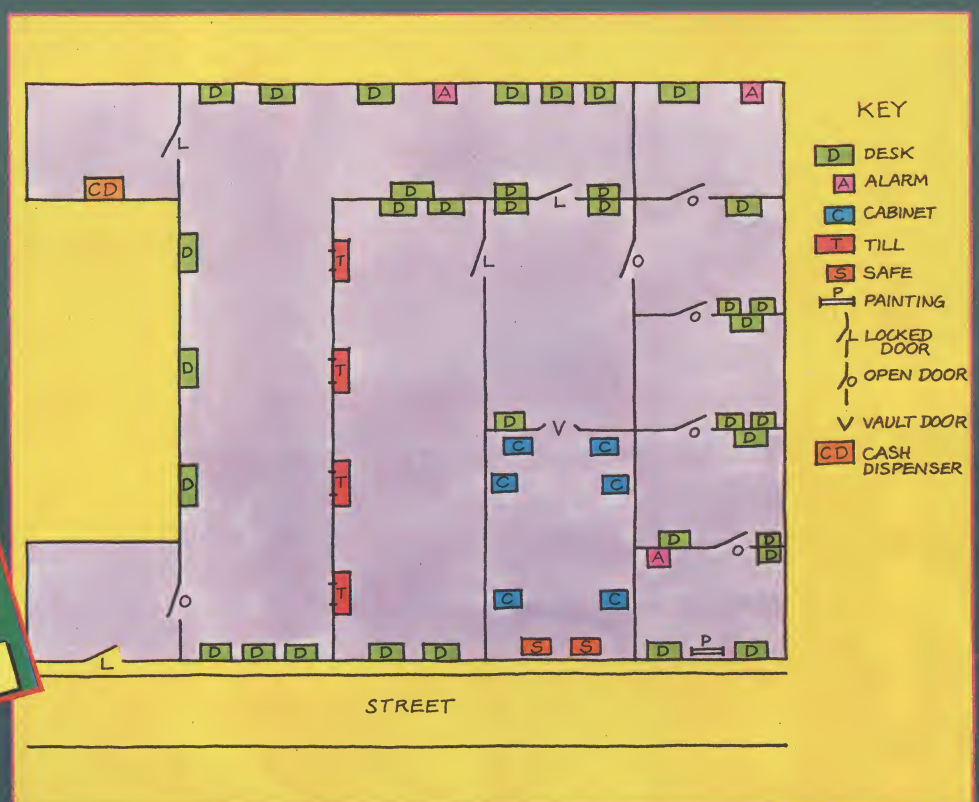


Level 5

Level 7

THEY STOLE A MILLION

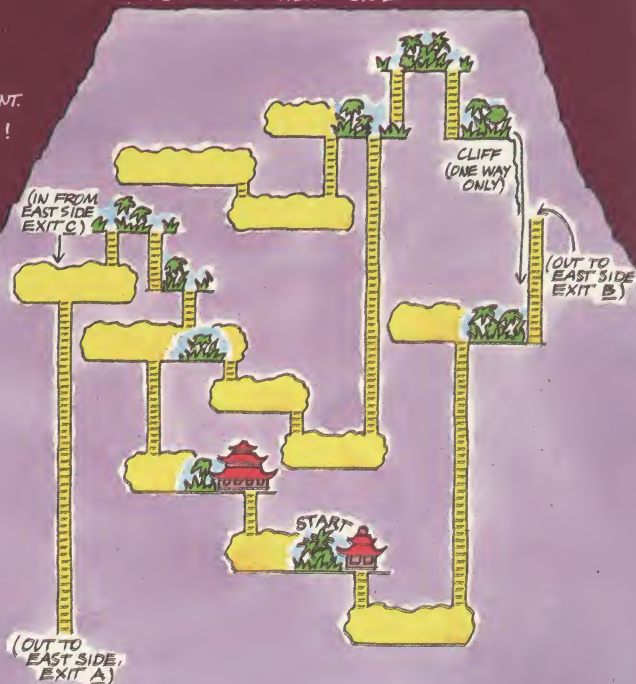
An unusual game that has a lot of people confused. The problem seems to be Level Four. Guess which level we've decided to print for you?



FIST II

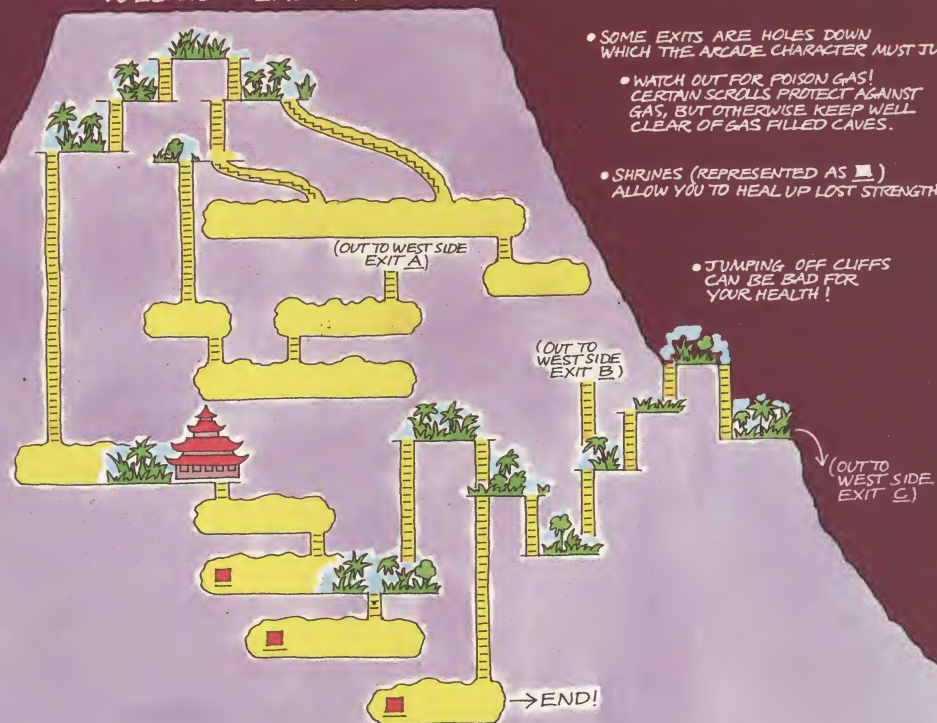
A kicky-kicky game with vistas
— brutalise your way around
the volcano and find out where
you can take a rest ...

VOLCANO - WEST SIDE



- JUNGLES OFTEN TEEM WITH DEADLY BLACK PANTHERS. DO TRY TO AVOID BEING BITTEN, WONT YOU?
- MUD MEN CAN ATTACK YOU FROM CONCEALMENT. WATCH THE FLOORS CAREFULLY FOR ANY SIGN OF THESE!
- THERE IS NO WAY KNOWN THAT WE'RE GOING TO SHOW YOU WHERE TO FIND THE HIDDEN SCROLLS. THE SCROLLS MUST BE COLLECTED IN ORDER TO WIN THE GAME. CERTAIN SCROLLS ALSO GRANT POWERS THAT WILL PROVE USEFUL AS THE GAME PROGRESSES.
- THE OPPONENTS WILL QUICKLY LEARN THE PLAYERS' FAVOURITE FIGHTING MOVES. VARY YOUR FIGHTING STYLE IF YOU WANT TO LIVE LONG ENOUGH TO DRAW A PENSION.

VOLCANO - EAST SIDE

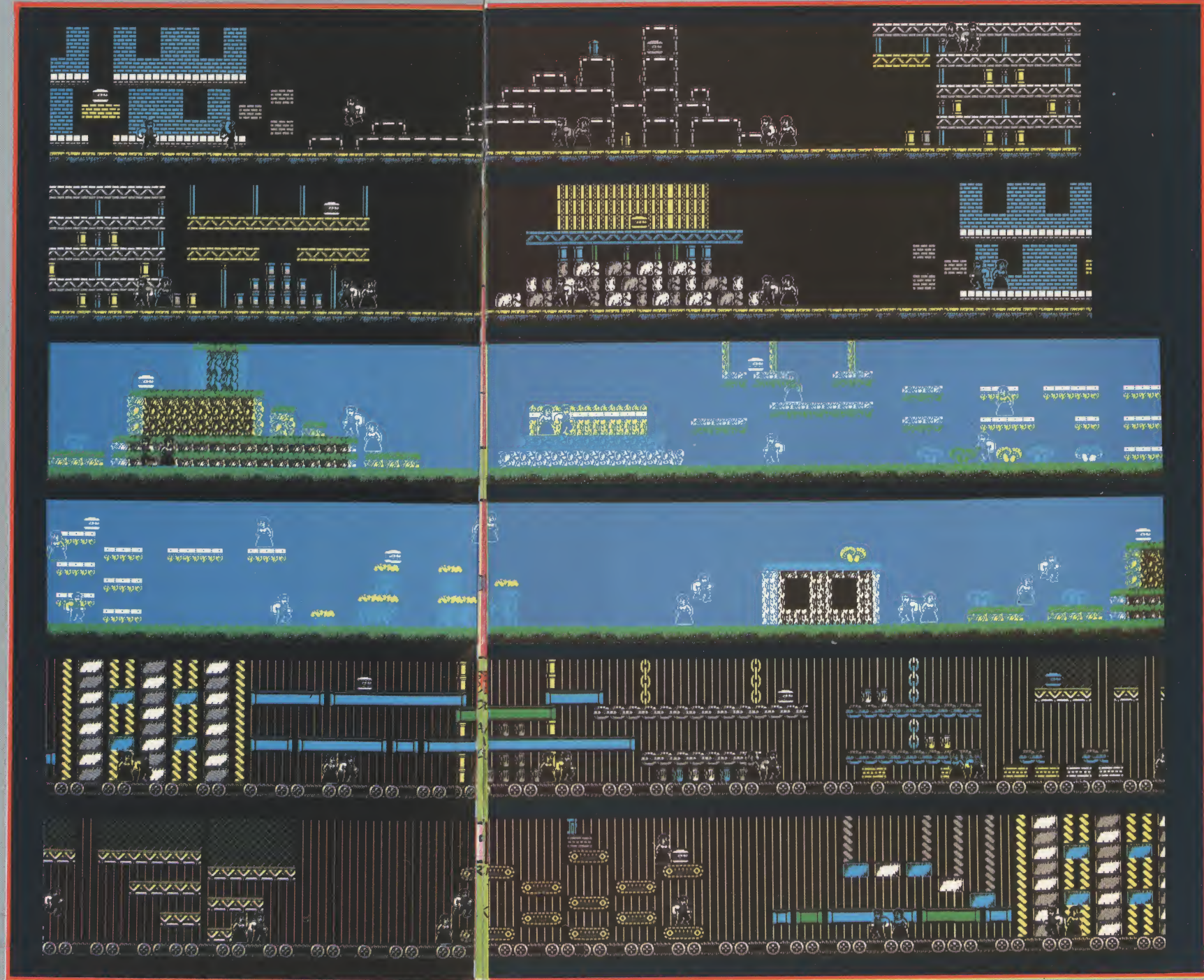


- SOME EXITS ARE HOLES DOWN WHICH THE ARCADE CHARACTER MUST JUMP.
- WATCH OUT FOR POISON GAS! CERTAIN SCROLLS PROTECT AGAINST GAS, BUT OTHERWISE KEEP WELL CLEAR OF GAS FILLED CAVES.
- SHRINES (REPRESENTED AS ■) ALLOW YOU TO HEAL UP LOST STRENGTH.
- JUMPING OFF CLIFFS CAN BE BAD FOR YOUR HEALTH!



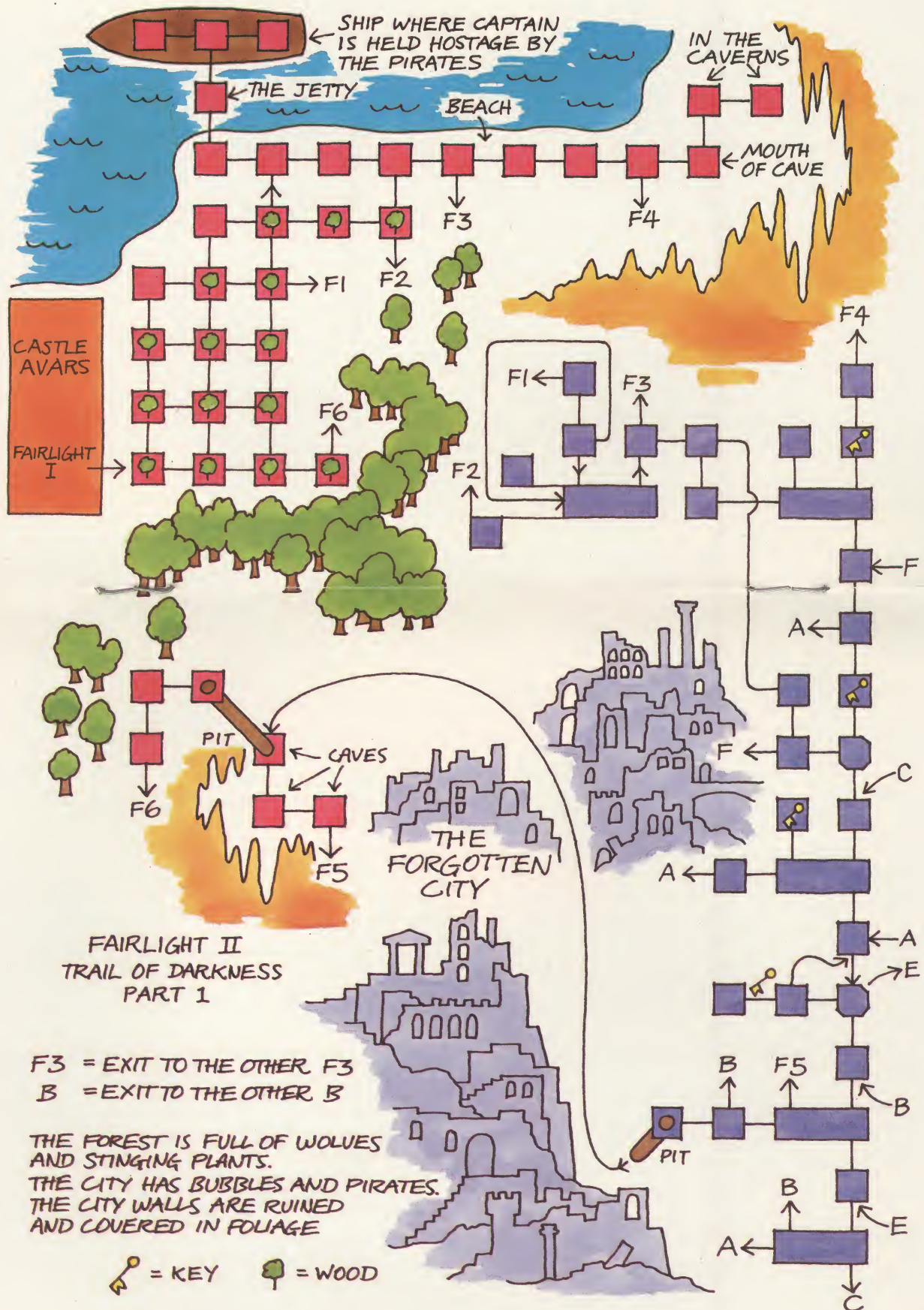
COBRA

Kill, Kill. Here's the way to
get round and waste
absolutely everybody. Well
almost everybody. Go
geddum...



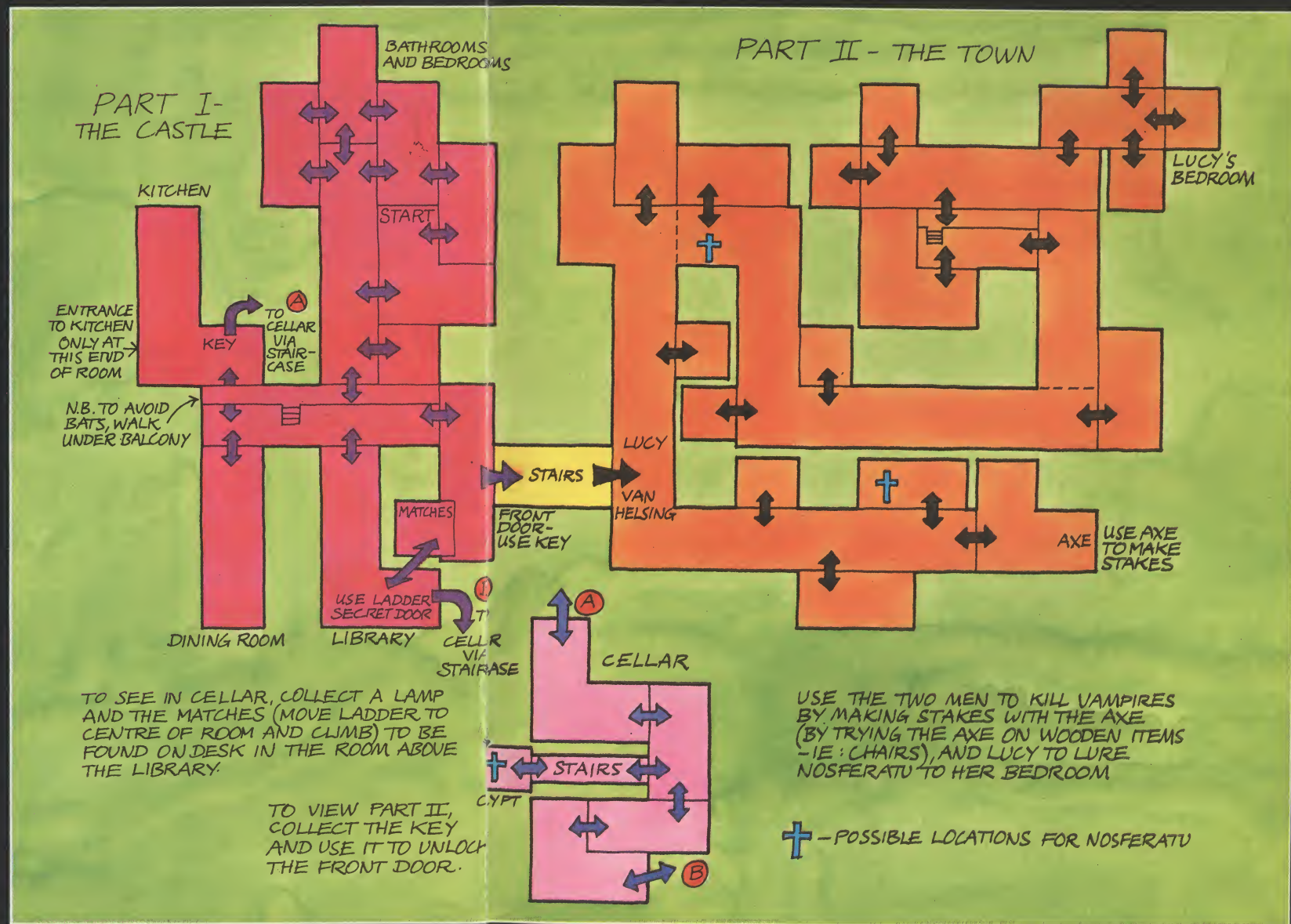
FAIRLIGHT I

A lot of people are having a hard time with this one — we'd thought we'd make your life a little easier. Here is the first section.



Nosferatu

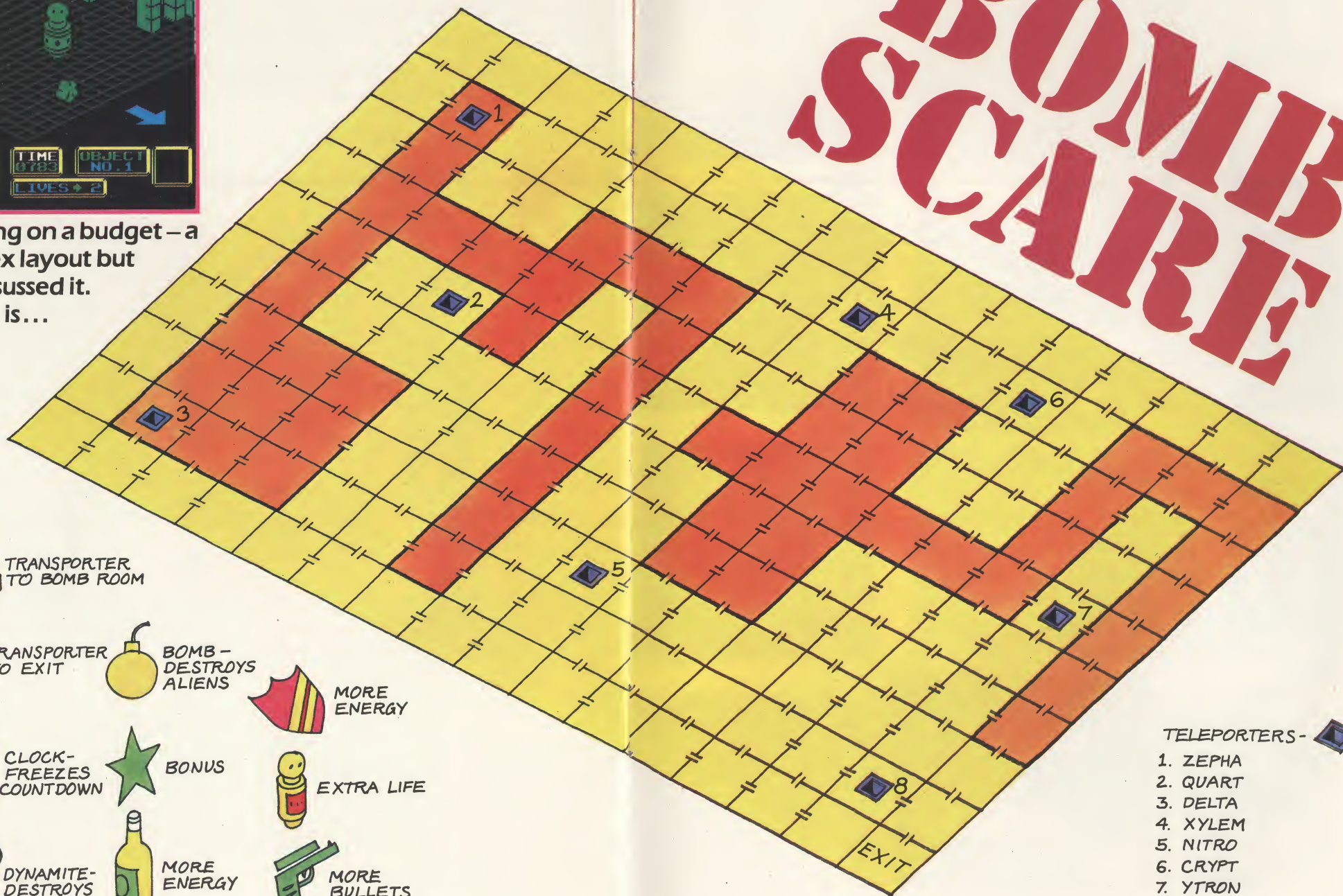
Piranha's ultra-complex gothic horror opus. Three levels in total. Dracula bites the victims, we bite the bullet and explain the lot.





Mapping on a budget – a complex layout but we’ve sussed it. Here it is...

BOMB SCARE



TRANSPORTER
TO BOMB ROOM



TRANSPORTER
TO EXIT



BOMB -
DESTROYS
ALIENS



MORE
ENERGY



CLOCK -
FREEZES
COUNTDOWN



BONUS



EXTRA LIFE



DYNAMITE -
DESTROYS
ALIENS



MORE
ENERGY



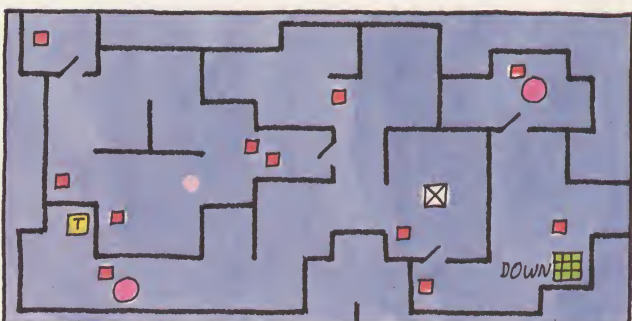
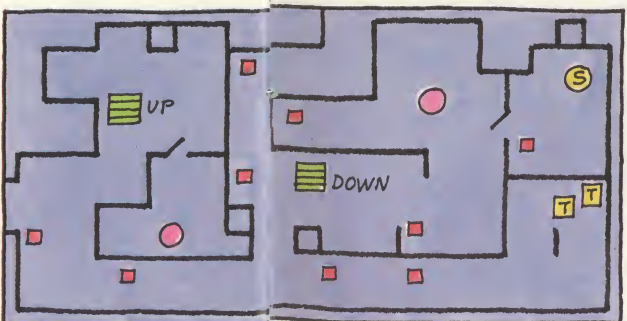
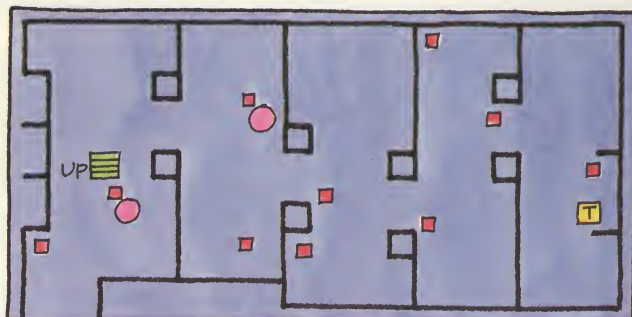
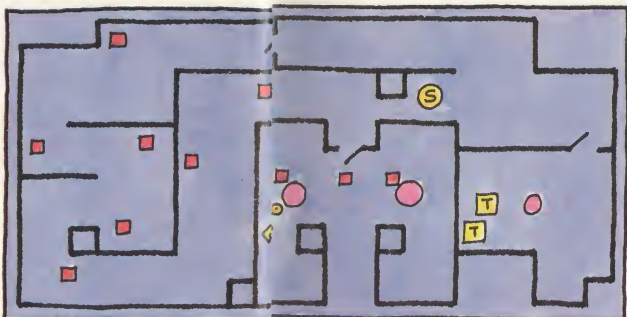
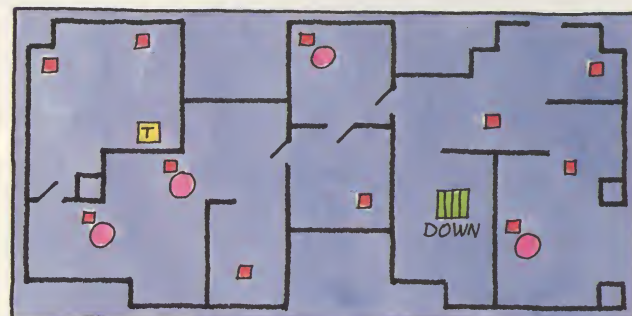
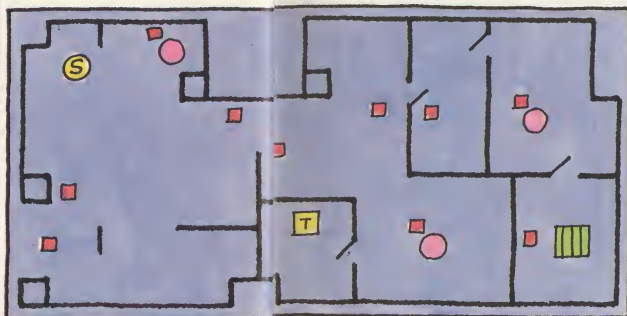
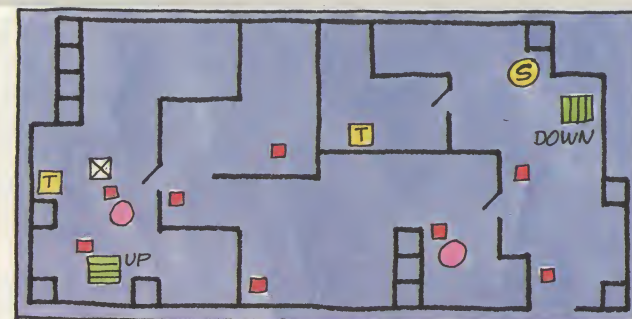
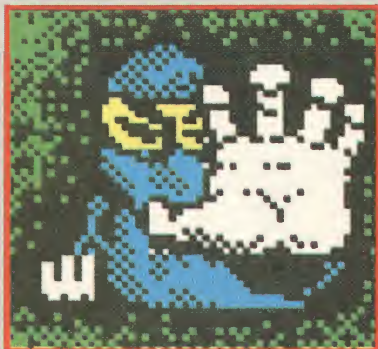
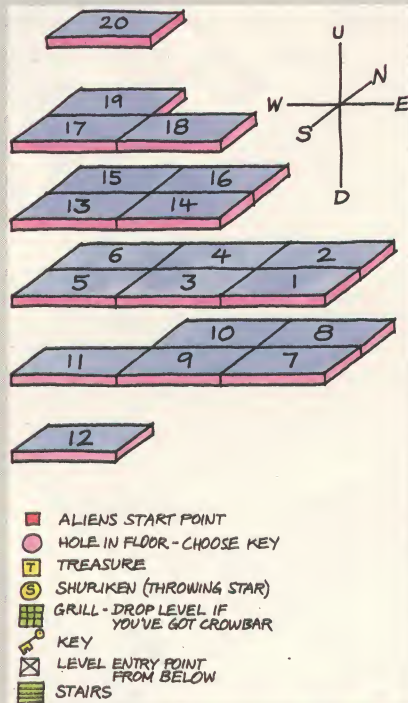
MORE
BULLETS

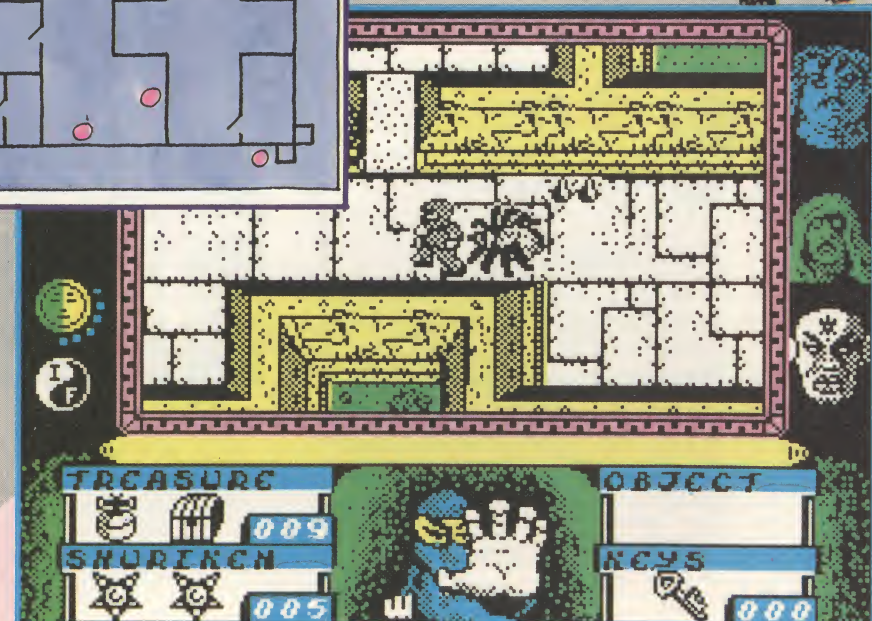
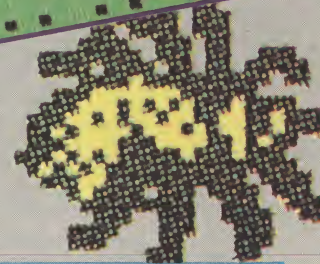
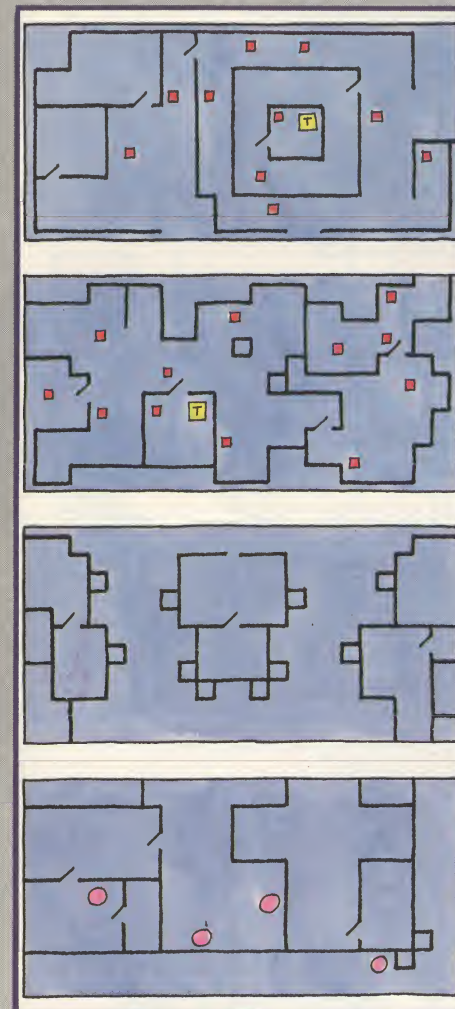
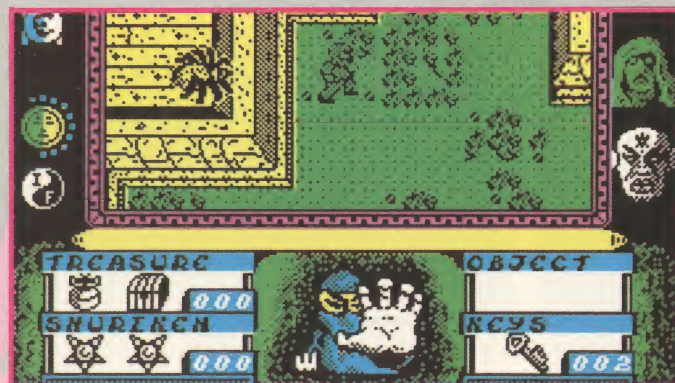
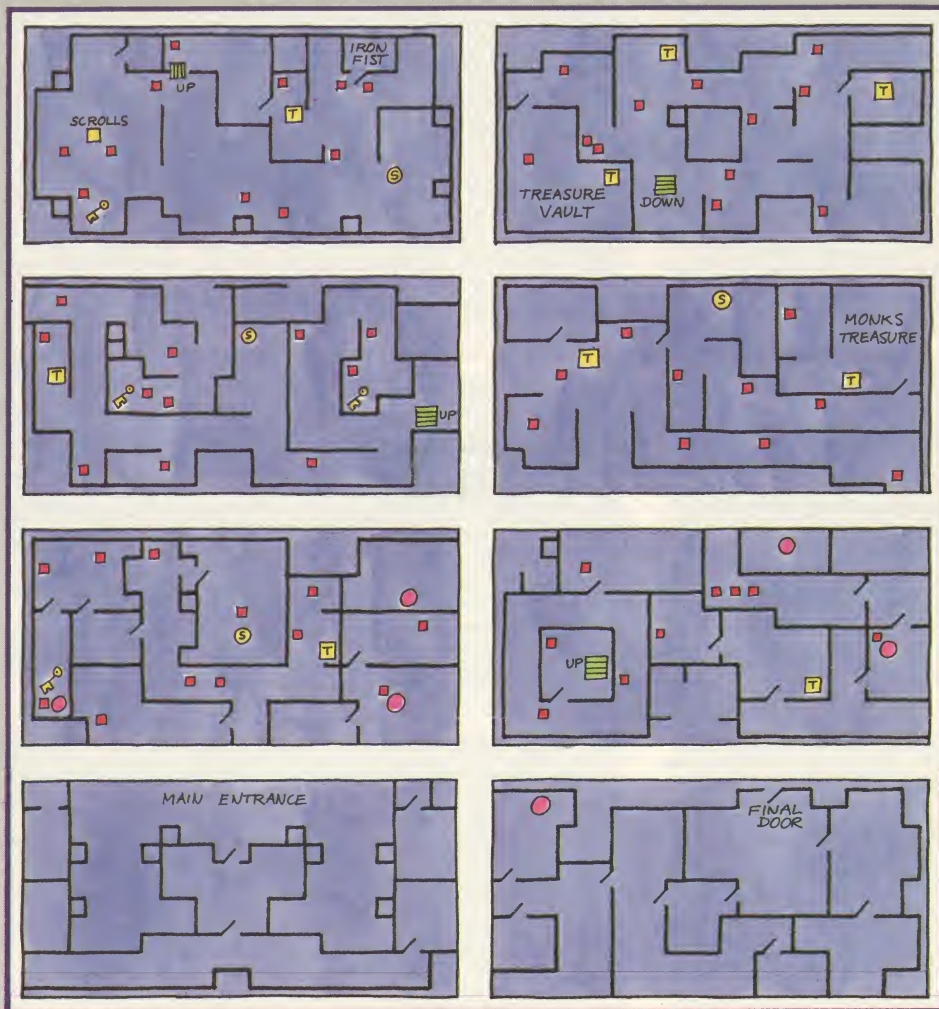
TELEPORTERS -

1. ZEPHA
2. QUART
3. DELTA
4. XYLEM
5. NITRO
6. CRYPT
7. YTRON
8. ASTRA

AVENGER

A brilliant variant on the Gauntlet theme. It's massive but not ones to baulk at bulk we've printed the lot. Now you have no excuse — get those Shirukens spinning...





COLOUR OF MAGIC

It may be funny, but getting lost isn't so amusing. We put the smile back on your face.

